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GAME BOY COLOR



CGB-BJE-USA

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EVERYONE

MILD ANIMATED VIOLENCE

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® COLOR VIDEO GAME SYSTEM.

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Saving the World Before Bedtime™

It's another perfectly peaceful day in Townsville. No dogs barking, no phones ringing, no lab experiments blowing up... this means only one thing: another evil plot is underway.

Oh no! Someone has broken into Professor Utonium's lab and made off with some of his experiments. In addition, the Professor along with several other citizens of Townsville have begun to mysteriously disappear.

Only one mind is capable of hatching such a diabolical scheme: Mojo Jojo!™

Citizens in need of rescuing! Bad Guys in need of capturing! These are the ingredients that make up the perfect, little Powerpuff Girls™ game. So, get going... rescue the citizens of Townsville, bust the Bad Guys, and save the world before bedtime!

Getting Started

- 1 Turn the power switch OFF on your Nintendo® Game Boy Color. Never insert or remove a Game Pak when the power is on.
- 2 Insert The Powerpuff Girls: Bad Mojo Jojo™ Game Pak into the slot on the Game Boy Color. Press firmly to lock the Game Pak in place.
- 3 Turn the power switch ON. The Nintendo logo should appear. (If you don't see it, begin again at step 1.)
- 4 When the Title screen appears, press START to proceed to the Select a Game screen.
- 5 Use the Control Pad to highlight the name of a saved game, or highlight NEW GAME.
- 6 Press the A Button to start the game. (Press the B Button to erase the highlighted game data.)

PRECAUTIONS

- ♥ Always turn the power OFF before inserting or removing the Game Pak from the Game Boy Color.
- ♥ Do not take apart, crush, bend or submerge the Game Pak.
- ♥ Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- ♥ Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- ♥ Take a break after playing for long periods of time.



Controls



MENU CONTROLS

Control Pad	Move cursor through items
A Button	Select item
B Button	Perform action indicated on screen (trade cards, erase game data, etc.)
START	Advance to next screen
SELECT	Exit to Game Menu

IN-GAME CONTROLS

Control Pad	Control Blossom
↑	Fly
↓	Land
← →	Fly or walk left or right / Climb or descend stairs
A Button	Punch / Kick / Use Super Attack from Powerpuff Hotline (opened by pressing SELECT)
B Button	Fire Ice Beam (uses 1 Black Chemical X)
START	Pause the game
SELECT	Display the Powerpuff Girls Hotline (use Control Pad to select a Powerpuff Girl; press A Button to use her Super Attack; see page 19)

The Game Menu

Here's where you can actually start the game, play with trading cards, enter secrets and use cheats you have unlocked. Use the Control Pad to highlight and press the A Button to select.

PLAY

Begin (or resume) the game. The selection screen for each level shows how much of the game you've completed and how much you still have to go.

TRADING CARDS

Play with your collection of The Powerpuff Girls™ trading cards and exchange them with friends. See page 25.



ENTER SECRETS

Key in a secret passwords that lets you unlock hidden levels, new trading cards, special powers and more.




GAME SELECT



Return to the Select a Game screen.



The Girl Moves

Blossom gets around in two ways: flying and walking.

To get Blossom airborne, press the Control Pad , and then press   to fly around. Flying uses Blossom's limited flight power, so after awhile she'll begin falling. Her flight power recharges once she's on the ground. Keep an eye on the Flight Power Bar to see how much air time Blossom has left (see page 16.)

While Blossom's "afoot," press the Control Pad   to walk back and forth (and climb/descend stairs). Blossom's flight power recharges while Blossom's walking.



Incredible Attacks

PUNCHES & KICKS

Press the A Button to punch and kick. These are Blossom's weakest attacks, but still... a girl does what a girl's gotta do.

ICE BEAM

Press the B Button to fire Blossom's Ice Beam. This is a powerful attack that freezes Bad Guys for a short time, allowing Blossom to get in some kicks and punches without fear of counterattacks. The Ice Beam uses Black Chemical X, so keep up your supply by collecting Black Chemical X bottles (fly or walk over them). There are plenty around so you shouldn't run out. If you do run out, the Ice Beam is rendered useless. (See the Status Bar on page 14.)



SUPER ATTACKS

Once you start collecting The Powerpuff Girls™ Hotline pick-ups, you'll be able to use Super Attacks.

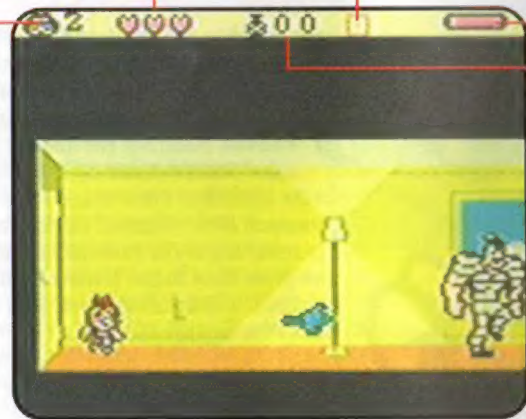
This fearsome weapon makes Bad Guys really sorry they ever started something! Blossom, Buttercup and Bubbles all have Super Attacks, shown by different colors in the Status Bar. Press SELECT to display The Powerpuff Girls™ Hotline, use the Control Pad to select one of The Powerpuff Girls™ and then press the A Button to make the call that deploys this devastating attack. (See the Status Bar on page 14.)



Status Bar

HEARTS

TRIES



THE
POWERPUFF
GIRLS
HOTLINES

FLIGHT
POWER BAR

BLACK
CHEMICAL X

Keep your eye on the Status Bar at the top of the screen to check on Blossom's health and important possessions.

TRIES

The number tells you how many more chances Blossom has to complete the level. She starts out with three Tries. When she loses a Try, she must restart the level goal (see Hearts, below, and Level Goals on page 22). If she loses all her Tries, Blossom becomes very sleepy and must go to bed; thus allowing Mojo Jojo to carry out his evil plot. Then you get to restart the level.

HEARTS

Blossom starts out with three Hearts. A piece of a Heart disappears each time Blossom gets bumped by a Bad Guy. When all the Hearts are gone, Blossom loses one Try and must restart the level goal.

BLACK CHEMICAL X

Black Chemical X fuels Blossom's Ice Beam. The number tells how many bottles you have (one bottle per use). Collect as many as you can throughout the levels so your Ice Beam is always ready.

THE POWERPUFF GIRLS HOTLINE

Hello! Danger calling! Each Powerpuff Girls™ Hotline box can hold up to three dots. Each dot represents one call for a Super Attack. The pink box calls in Blossom, the green box calls in Buttercup, and the blue box calls in Bubbles. Press SELECT to choose a Super Attack, and then press the A Button to make the call that deploys this devastating attack.

FLIGHT POWER BAR

This indicates the amount of flight time Blossom has left. It decreases whenever Blossom is flying and recharges when she is on the ground. As it starts to empty, Blossom gradually sinks to the ground. When it's completely empty, Blossom can't fly.

Collectibles

Fly or walk over Collectibles to pick them up. They're spread throughout the levels, and may distract you from watching for Bad Guys. So be careful ... but get as many as you can.

Some collectibles enhance Blossom's abilities. Others are stolen items that Blossom can recover for the citizens of Townsville. Items that do not enhance Blossom's abilities will increase your level completion percentage (seen at the start of the level).

BLACK CHEMICAL X



Fuels Blossom's Ice Beam. She's gotta have at least one in order to fire the powerful shot. Blossom can carry multiple Black Chemical Xs, and the total appears in the Status Bar.

RED CHEMICAL X



Works immediately when picked up, making Blossom impervious to damage for a short time.



WINGED HEART



Completely recharges Blossom's flight power, and I mean right now.

CANDY HEART



Each Candy Heart increases Blossom's Heart count by one, up to a maximum of five Hearts. Blossom's Hearts appear in the Status Bar.

SUGAR, SPICE, AND EVERYTHING NICE



Collect one each of these three collectibles, and Blossom gains an extra Try. The number of Tries appears in the Status Bar.

KEYS



Picking up a key automatically unlocks some locked doors.

PINK POWERPUFF GIRLS HOTLINE



Collect one of these to perform Blossom's Super Attack. You can store up to three at a time on the Status Bar.

GREEN POWERPUFF GIRLS HOTLINE



Collect one of these to perform Buttercup's Super Attack. You can store up to three at a time on the Status Bar.

BLUE POWERPUFF GIRLS HOTLINE



Collect one of these to perform Bubbles' Super Attack. You can store up to three at a time on the Status Bar.

ROMAN COLLECTIBLE ITEMS



Retrieving Cash, Jewels, and Art Objects increases your game completion percentage and makes friends all over Townsville.



Stash these in your Trading Card book to brag about and share with friends. With trading cards, it's OK to have lots and lots.

The Citizens of Townsville



Four types of Townsville Citizens are frozen in the levels like zoned out zombies. Mojo Jojo's put the whammy on them and they can't move. Blossom can rescue Citizens by touching them, at which point they will run away to

safety. Each Citizen that Blossom rescues increases your game completion percentage.



Level Goals

Each level of The Powerpuff Girls: Bad Mojo Jojo has a series of goals that you must complete. A mission message appears before each goal giving Blossom an idea of what she needs to do. Each goal must be completed in the order it's given before you can move on to the next one. Completing all the level goals allows you to enter the next level.

Complete all the level goals, rescue all the citizens, find all the stolen loot and defeat all the Bad Guys to get 100% level completion! Getting 100% in all levels gives you a perfect 100% game completion. Once again, The Day Is Saved™ thanks to The Powerpuff Girls™!



Saving and Resuming Saved Games

The game will save automatically each time you start a new level goal.

To resume a saved game, select it from the Select a Game screen (see page 4). Select the last level you were playing on to continue from where you left off.



Trading Card Book

A bunch of Trading Cards are hidden throughout the game, but you can also get additional secret trading cards by using the passwords given away on the Cartoon Network™ and at your favorite store.

When you collect Trading Cards, they're automatically stashed in your Trading Card Book. Select TRADING CARDS from the Select a Game screen to access the book. Each game, BAD MOJO JOJO™, PAINT THE TOWNSVILLE GREEN, and BATTLE HIM will contain 12 original trading cards, plus a few duplicates. Using the Game Boy Game Link® Cable trade your cards with friends. Try to collect all 36 original trading cards.



Using Secrets

Watch the Cartoon Network and check at your favorite stores to get secret passwords for *The Powerpuff Girls: Bad Mojo Jojo!*

Then select **ENTER SECRETS** from the Menu screen and enter your passwords. The passwords may unlock hidden features within the game, such as new levels and special trading cards.



Credits

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Alex Shatsky

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Mike Brawley
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Bay Area Multimedia Inc.

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Virtucraft, Ltd.
Sean Kinnear

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Sound / Music

Peter Kerekes

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Cathe Jacobi
Jay Rogers

Warner Bros.

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Jim Molinaro
Brett Skogen
Scott Johnson
Michael Harkavy
Rob Sebastian
Charles Carney
Allen Helbig
Peter Tumminello
Ames Kirshen
Zachary Monge

Special Thanks

Chelsea Cartabiano

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This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

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San Jose, CA 95113
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